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Dual-Adaptive Camouflage for The HyperStealth Corperation

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Dual-Adaptive Camouflage for The HyperStealth Corperation

Abstract

Dual-Adaptive Camouflage, though still a concept that I've had for 28 years, seems to me, more promising that the bulk and brain power and needed energy supply of a computer-driven network of optical electronic harnesses that would be the basis for any suit that proclaims to render its wearer invisible.

Keywords

invisibility, adaptive camouflage

Dual-Adaptive Camouflage Invisibility Suit Puppet Light-Interfacing: Adaptable to the suit itself as well as the outside environment

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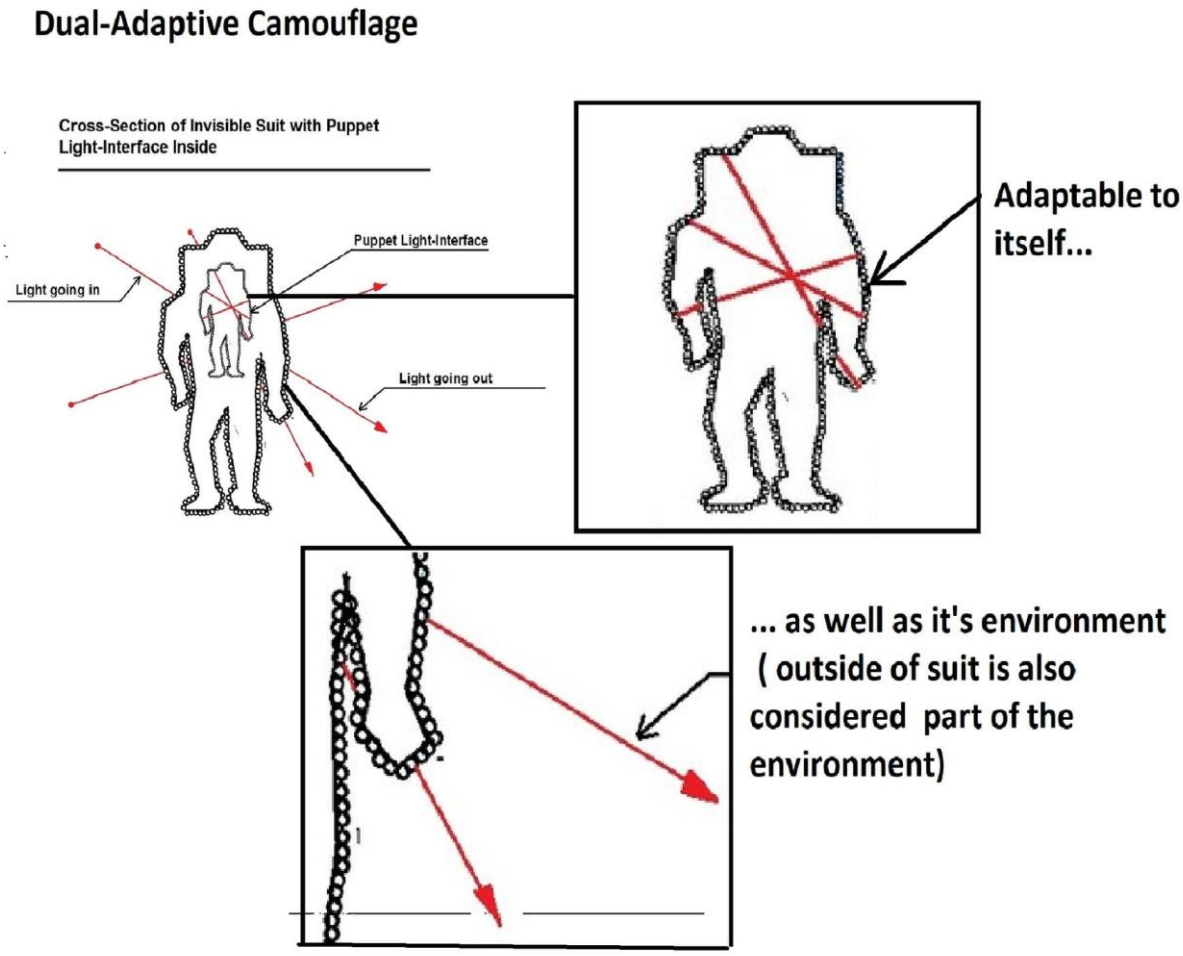
Hollywood and general public tend to think of an invisible suit as something that not only bestows to power of invisibility onto the one who dons it, but that it will be an easy suit to slip into, like what was presented in the recent most realistic adaptation of The Invisible Man in the movies.

Many tend to think of invisible suits as something more or less sleek and sexy, much like the scuba suit with electric eyes that adorned the Hollywood version of an invisible suit in the movie. And though the directors researched the most promising forms of invisible suit in the research labs, today, I contend that what they are dealing is still not quite ready to be used in a suit with movement. And a Harry Potter cloak is so way off that it might as well be magic, to have as a cloak, a flimsy fabric material with no regard to the maintaining of the paths of light going into and out of the region of space that the suit is attempting to render invisible, which the wearer occupies,

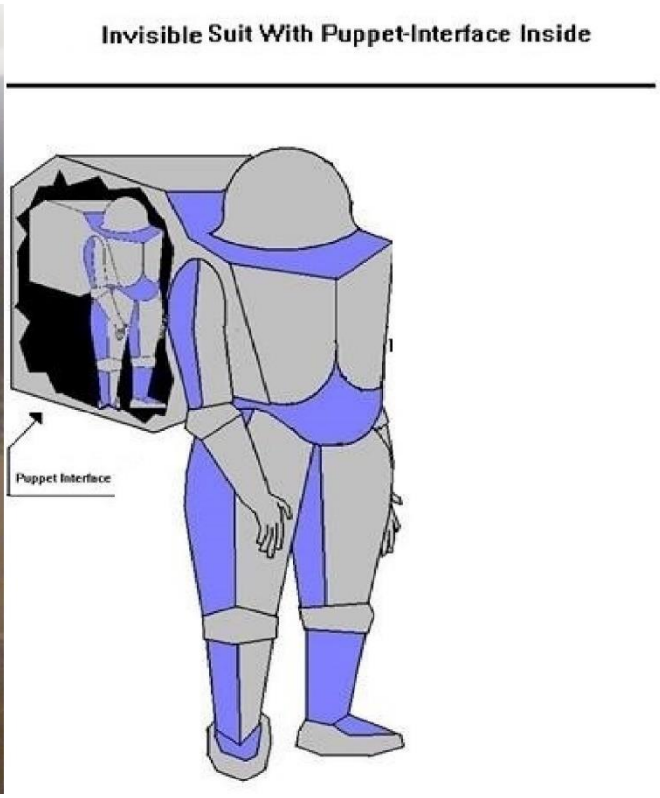
Dual-Adaptive Camouflage, though still a concept that I've had for 28 years, seems to me, more promising that the bulk and brain power and needed energy supply of a computer-driven network of optical electronic harnesses that would be the basis for any suit that proclaims to render its wearer invisible.



Dual-Adaptive Camouflage takes advantage of a simple hollow optical shell, a puppet shell of the object intended to be made invisible; a humanoid or animal-like suit of rigid construction, so as to maintain light going into and out of the suit. Not a Harry Potter cloak or even an Invisible Man rubber suit, but a solid suit of armor-like form of a truer and simpler basis for the moving appendages of a more realistic invisible suit.

Adaptive or Active Camouflage only considers the need to be adaptable to the background environment at all angles, everywhere around the suit, which would require a

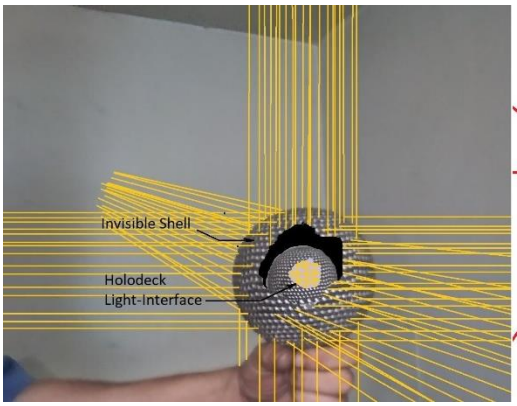
complete rewiring of optical electronic harness with each movement the suit produced: A very unrealistic requirement.

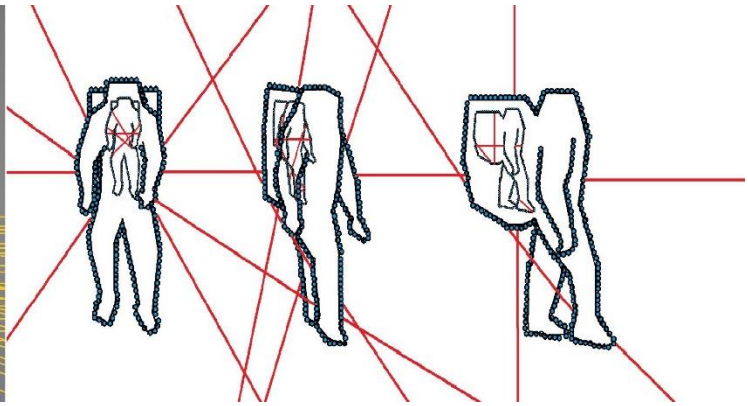


My concept of Dual-Adaptive Camouflage would employ an interface of light, at the intersection of that visual reality, to move in sync with the suit it is attached to, optically, in what I call a One-To-One Bundling Correspondence, which would ultimately replicate the previously attempted One-To-Many Wiring Scheme that would necessitate the need for computer-control network, without the aid of my simple Light-Interface concept.

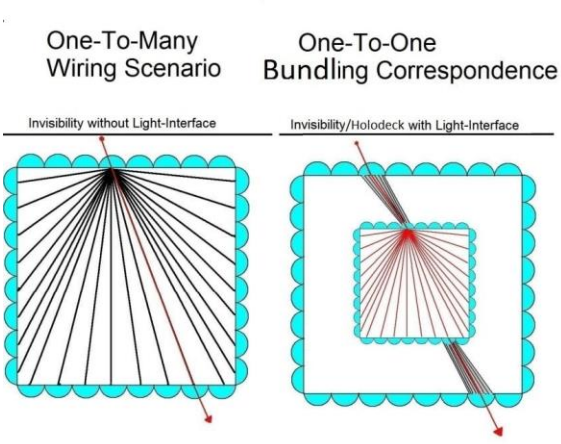
All a Light-Interface is, is a concentrate shape-volume reproduction of any object intended to be made invisible, such as the moving appendages of the invisible suit itself. The Light-Interface exists at the intersection of that visual reality, concealing the space that the occupant rests in by making that space invisible, not necessarily to occupant her or him or even

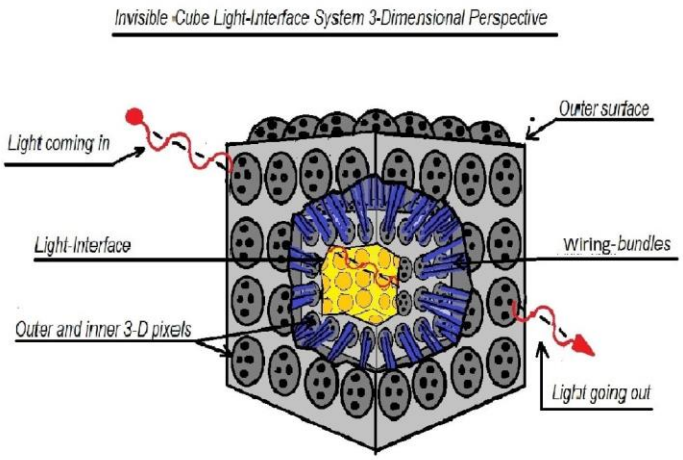
itself, if you consider animal-like suit designs, all controlled by the central puppet-adapted Light-Interface, dual-adaptable to the interior of the Light-Interface, at one reference, and dual-adaptable to the outside environment, which includes the outside of the suit's invisible shell.





Currently, I'm having my first foray into fiberglass design. I've sculpted chicken wire to build up a fiberglass shell body of an actual mock-up of a technology-applicable Dual-Adaptive Invisibility Suit, based on my theories. I plan to build the puppet Light-Interface out of sculpted metal mesh window screen, since it would hold a more defined shaped for such a smaller object.





And of course, it will be housed in the hump of the shell of fiberglass suit. A more ambitious plan is to make the puppet model Light-Interface to actually move, in real-time with the outer suit shell, by a system of pulleys that I hope renders a nice, clean display in the hump of the suit

when a maintenance door, on the side of the hump, is opened on the suit to reveal the scaled-down puppet shell suit inside.

Hopefully by next Halloween, others will be building their own Dual-Adaptive Camouflage Invisibility Suit costumes. Especially cosplay enthusiasts!

I can't think of a more realistic depiction of a real invisible suit. It may not be sexy and sleek, with the hump on its back, used to house the puppet Light-Interface, but we didn't get to the moon wearing spandex, either.